Antenna Beam
Abjuration Cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

You fire a beam of lightning like energy from your forehead at a single creature within range. The target must make a Consitution saving throw. On a success, nothing happens. On a failure, the target is stunned until the start of its next turn.

Clothes Beam
Conjuration Cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (up to 10 GP)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You point your finger at a creature and fire a special magical beam that creates clothes at them. A target must make a Cosntitution saving throw. A target can choose to fail their saving throw. On a failure, you create a magical pair of clothing of your own design worth up to 10 gold pieces on the creature. The clothes last indefinitely so long as the creature continues to wear them. Once the clothes created by this cantrip are removed, they disappear and stop existing.

Deflect
Abjuration Cantrip

Casting Time: 1 reaction you take when you would be hit by a ranged spell attack.
Range: Self
Components: S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

As a reaction when you would be hit by a ranged spell attack, you can reduce the damage taken by 1d4 + your Spellcasting Ability Modifier.

If you reduce the damage to 0, the spell becomes harmless and gets launched away up to 60 feet in a direction you choose before fizzling out.

The damage reduced increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Ki Blast
Evocation Cantrip

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You fire a small blast of energy at a single target within range. Make a ranged spell attack against the target. On a hit, the creature takes 1d4 force damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Minor Cataclysmic Orb
Conjuration Cantrip

Casting Time: 1 action
Range: 30 feet.
Components: V, S
Duration: 1 round
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You summon forth an orb of destruction. The orb is roughly 1 foot by 1 foot in size and glows purple in color. When you summon it, make a ranged spell attack on a creature within range. On a hit, a creature takes 1d6 Necrotic damage. If it misses, the orb floats just above the ground until the start of your next turn. If a creature touches the orb before it disappears, it takes 1d6 Necrotic damage. Additionally, an allied creature can use their action to attack a creature within range with the orb.

This attack uses your spell attack bonus. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Afterimage
1st level Illusion

Casting Time: 1 reaction you take when you would be hit by an attack
Range: Self)
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You move faster than the eye can fully perceive, allowing you to trick your opponent with multiple blurred visions of you. The creature who made the triggering attack must make a Wisdom saving throw against your spell save DC. On a success, they hit you as normal. On a failure, the attack misses.

When you cast this spell with a spell slot of 3rd level or higher, you can make an attack roll against a creature who fails their Wisdom saving throw.

Death Beam
1st level evocation

Casting Time: 1 Action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You fire a small purple or red beam of energy at a single target within range. Make a ranged spell attack. On a hit, a creature takes 2d6 Force damage. If a creature is reduced to 0 hit points by this spell, the spell pierces their body and continues in a straight line up to 100 feet long or until it hits a structure or another creature.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Demon Shocker
1st level evocation

Casting Time: 1 Action
Range: 10 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You fire a beam of lightning like energy from your forehead at a single creature within range. The target must make a Consitution saving throw. On a success, nothing happens. On a failure, the target takes 2d6 Lightning damage and is stunned for up to 1 minute. A creature can repeat their saving throw at the end of each of their turns, ending the effect on a success.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Dodge!
1st level Abjuration

Casting Time: 1 reaction you take when an ally is going to be hit by any attack.
Range: 100 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You yell dodge at an ally within range that you can see. The target must be able to hear you and must share at least 1 language with you or the spell fails. They must make a Wisdom saving throw. On a success, they gain a +2 bonus to their AC until the start of their next turn as they attempt to dodge. If they are the subject of an AOE attack requiring a Dexterity saving throw, they instead gain advantage on their saving throw. On a failure, their AC decreases by -2 until the start of their next turn instead as they are distracted by the yelling and look in your direction. If they are the subject of an AOE attack requiring a Dexterity saving throw, they instead gain disadvantage on their saving throw.

Double Sunday
1st level Evocation

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You're hands glow a bright purple before each firing a beam.

You fire 2 beams that travel in a line 5 feet wide and up to 30 feet long in a direction you choose. You can choose the same direction or different ones. Each creature in either line must make a Dexterity saving throw. A creature takes 1d4 Force damage on a failed save, or half as much damage on a successful one. The beams can be combined to deal all damage down a line 5 feet wide and up to 30 feet long.

The spell stops if it hits a solid object or structure, but continues through creatures.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases per beam by 1d4 and the range increases by 15 for each slot level above 1st."

By Sharidar

Galick Gun
1st level Evocation

Casting Time: 1 bonus action
Range: Self (15-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You rise up from the ground 10 feet and fire a devastating wave of purple energy towards the ground. This movement does not provoke opportunity attacks.

The beam travels in a line 5 feet wide and up to 15 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 2d6 Force damage on a failed save, or half as much damage on a successful one.

The spell stops if it hits a solid object or structure, but continues through creatures.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 and the range increases by 15 for each slot level above 1st.

Kamehameha
1st level Evocation

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You create a bright blue ball of condensed energy in your hands and fire it as a powerful beam.

The beam travels in a line 5 feet wide and up to 30 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 2d8 Force damage on a failed save, or half as much damage on a successful one.

The spell stops if it hits a solid object or structure, but continues through creatures.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the range increases by 15 for each slot level above 1st.

Kiai
1st level evocation

Casting Time: 1 Action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You make an invisible strike of energy at a target within range. They must make a Dexterity saving throw at disadvantage. On a hit, you deal 1d12 force damage.

A creature does not make their saving throw at disadvantage if they have blindsight or truesight.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

Bending Kamehameha
2nd level Evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Druid, Sorcerer, Warlock, Wizard

You create a bright blue ball of condensed energy in your hands and fire it as a powerful beam. Make a ranged spell attack on a creature within range. This attacks ignore half and three quarters cover so long as you know where the creature is. On a hit, the creature takes 2d8 Force damage.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the range increases by 15 for each slot level above 2nd.

Big Bang Attack
2nd level Evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You raise you palm and create massive ball of explovie blue energy and fire it at a point in range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 4d6 Force damage on a failed save, or half as much damage on a successful one.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Burning Attack
2nd level Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

After a series of rapid and complex hand getures, you thrust your hands forward and throw out a ball of yellow, burning energy at a point within range.

Each creature in a 30-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 Fire damage on a failed save, or half as much damage on a successful one.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Darkness Eye Beam
2nd level evocation

Casting Time: 1 Action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You fire two small purple beam of energy at a single target within range. Make a ranged spell attack roll. On a hit, a creature takes 1d6 Force damage and the beams explode. Each creature in a 10 foot radius must make a Dexterity saving throw. A creature takes an additional 2d6 Force damage on a failed save, or half as much on a successful one. The creature hit by the Darkness Eye Beam has disadvantage on its saving throw. If a creature is reduced to 0 hit points by this spell, the spell pierces their body and continues in a straight line.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 1st.

Destructo Disk
2nd level Conjuration

Casting Time: 1 Action
Range: 100 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Paladin, Wizard

You raise your hand and conjure a razor thin disk of spinning energy and throw it at a single target within 100 feet of you. Make a ranged spell attack. On a hit, the target takes 4d6 Slashing damage.

When you cast this spell using a spell slot of 3rd level or higher, you make an additional Destructo Disk for each slot level above 2nd. You can direct the attacks at the same target or at different ones.

Dimensional Hole
2nd level Conjuration

Casting Time: 1 Bonus Action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Wizard

You open a small portal that extends the range of your next attack.

The next melee or melee spell attack you make has its range increased by 30 feet.

When you cast this spell using a spell slot of 3rd level or higher, the range increases by 5 feet for each slot level above 1st.

God Split Cut

2nd level Conjuration

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Paladin, Ranger, Sorcerer, Warlock

You conjure a razor sharp energy blade that surrounds your dominant hand. For the duration, your unarmed strikes are considered magical and deal 1d8 + your Dexterity modifer slashing damage.

Kaioken

2nd level Transmutation

Casting Time: 1 action
Range: self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard

You become enveloped in a red aura that pushes your body well past its limits. The intesnsity and effects of the aura depends on the level you cast the Kaioken at, as detailed on the Kaioken Table below. When you cast the kaoiken at a higher level, you gain all the benefits of the previous levels.

Kaioken Table

Spell Slot Level	Kaoken Multiplier	Effect
2-3	X2	Your movespeed doubles and you can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
4-5	X4	You gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
6-7	X10	You gain advantage on Constitution, Strength, and Dexterity saving throws.
8-9	X20	You gain advantage on all unarmed strikes and melee weapon attack rolls. Additionally, when you hit a target with an unarmed strike, weapon attack, or spell, that target takes an extra 2d12 force damage.

When the spell ends, you take 2d6 unavoidable Necrotic damage and you must make a Constitution saving throw. On a success, you fall prone and can't move or take actions until after your next turn, as a wave of lethargy sweeps over you. On a failure, you suffer the same effects of a success, but you also suffer 1 level of Exhaustion. The damage you take increases by 2d6 when cast at any level that adds a new effect (4,6, and 8).

If this spell is cast alongside any Super Saiyan Transformation below Super Saiyan 4, Blue, Rose, or the Legendary Super Saiyan, the user takes double damage when the spell ends. Their body cannot take the strain less stable transformations put on the body while maintaining Kaioken.

Propelling Kamehameha

2nd level Evocation

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Paladin, Ranger, Sorcerer, Warlock, Wizard

You create a bright blue ball of condensed energy in your hands or with your feet and fire it as a powerful beam at a solid object or structure.

The beam travels in a line 5 feet wide and up to 30 feet long in a direction you choose. The spell stops if it hits a solid object or structure, but continues past creatures. Each creature in the line must make a Dexterity saving throw. A creature takes 1d8 Force damage on a failed save, or half as much damage on a successful one.

When the beam hits a solid object or structure, it propels the user in the opposite direction equal to half of the range of the Propelling Kamehameha. If cast at the ground, the user is propelled into the air and gains a fly speed equal to half of the range of the Propelling Kamehameha until the und of their turn.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the range increases by 15 for each slot level above 2nd.

Solar Flare

2nd level Evocation

Casting Time: 1 Action Or 1 Reaction you take when you would be hit by a melee or melee spell attack.
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous
Classes: Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard

You bring your hands to your forehead and create a bright flash of light to disorient your opponent. Each creature in a 15 foot cone must make a Constitution saving throw. On a failure a creature takes 1d6 radiant damage and is blinded until the start of your next turn. On a success, nothing happens.

If cast as a Reaction, the triggering attack has disadvantage to hit you.

When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 1st.

Barrage Death Beam
3rd level Evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous,
Classes: Sorcerer, Warlock, Wizard

You fire three purple beams of energy. You can direct the attacks at the same target or at different ones. Make a ranged spell attack roll. On a hit, a creature takes 2d6 Force damage. If a creature is reduced to 0 hit points by this spell, the spell pierces their body and continues in a straight line.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Beam Struggle Kamehameha
3rd level Evocation

Casting Time: 1 reaction you take when a creature fires a line attack in your direction.
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous,
Classes: Druid, Paladin, Sorcerer, Warlock, Wizard

You create a bright blue ball of condensed energy in your hands and fire it as a powerful beam directly into another beam of energy.

The beam travels in a line 5 feet wide and up to 30 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 Force damage on a failed save, or half as much damage on a successful one. Regardless, when it hits another line attack, roll 3d8 Force damage.

When this beam hits another line attack, it reduces the damage by how much you roll, but does not stop their line attack. If it reduces the damage to 0, the two lines cancel out. If you roll more damage by 10 or more, your beam pushes through theirs, cancelling it, and continues. The spell stops if it hits a solid object or structure, but continues through creatures.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the range increases by 15 for each slot level above 3rd.

Death Saucers
3rd level Conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Sorcerer, Warlock, Wizard

You raise your hands and conjure two razor thin disk of spinning purple energy. When you cast the spell — and as a bonus action on each of your turns thereafter — you can make two ranged spell attacks, sending the saucers streaking toward a creature or creatures you choose within 120 feet of you. On a hit, a creature takes 3d6 slashing damage.

When you cast this spell using a spell slot of 4th level or higher, the damage of each saucer increases by 1d6.

Dirty Fireworks
3rd level Evocation

Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a pinch of black powder)
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

After hitting a creature with an unarmed strike, you can attempt to knock them into their air and cause an explosion. After a successful unarmed strike or weapon attack on a creature, you can force that creature to make a Strength saving throw. On a failure, they are knocked 10 feet up and diagonally as you point your index and middle fingers at them, concentrating your energy and causing an explosion. All creatures within 10 feet must make a Dexterity saving throw. A creature takes 2d6 force damage on a failed save, or half as much on a successful one. The creature who failed the Strength saving throw takes the damage regardless.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Galactic Donut
3rd level Conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (A Rubbed Band)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You summon forth a band of elastic energy and attempt to restrain a creature within range.

Choose a humanoid that you can see within range. The target must succeed on a Strength saving throw or be paralyzed for the duration and take 2d6 Bludgeoning damage. At the end of each of its turns, the target can make another Strength saving throw. On a success, the spell ends on the target.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Genocidal Uppercut
3rd level abjuration

Casting Time: 1 reaction you take when targetted by a line attack
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Cleric, Paladin, Sorcerer, Warlock

When you cast this spell, you can move equal to your movement speed through the line attack and can make an unarmed strike or melee weapon attack against the creature who made the triggering line attack. This movement does not provoke attacks of opportunity. You have resistance to all damage dealt by the triggering line attack.

When you cast this spell using a spell slot of 4th level or higher, the range you can go through the triggering line attack increases by 10 feet for each slot level above 3rd. If this spell is cast using a spell slot of 5th level or higher, you gain immunity to all damage dealt by the line attack instead of resistance.

Hyper Tornado
3rd level conjuration

Casting Time: 1 Action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Cleric, Druid, Ranger, Sorcerer, Warlock, Wizard

You begin spinning rapdily, whipping up a tornado that surrounds you.

As part of casting this spell, make a ranged spell attack against a single target within range. On a hit, a target takes 2d8 Slashing damage and must make a Strength saving throw. On a failure, they are swallowed by the tornado and are Restrained. On a success, a creature narrowly escapes the harsh winds and isn't restrained. At the beginning of each turn you retain concentration, a restrained creature takes an additional 2d8 slashing damage as they are buffetted by the wind. A creature can repeat their saving throw at the end of each of their turns, ending the effect and the spell on a success.

While this tornado is active, the terrain for 30 feet becomes difficult terrain as the wind whips and tries to push everyone in the sphere down.

When you cast this spell using a spell slot of 4th level or higher, the damage of the tornado increases by 1d8 and the range of the difficult terrain increases by 10 feet for each slot level above 3rd.

Instant Transmission Kamehameha
3rd level Evocation

Casting Time: 1 action
Range: 30 feet, Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a bright blue ball of condensed energy in your hands and fire it as a powerful beam after teleporting to your foe.

Choose a creature within range. That creature must make a Wisdom saving throw. On a success, nothing happens. On a failure, you teleport to an unoccupied space within 5 feet of the target and fire a kamehameha directly at them. The beam travels in a line 5 feet wide and up to 30 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. The creature you teleported to has disadvantage on its Dexterity saving throw. A creature takes 3d8 Force damage on a failed save, or half as much damage on a successful one.

The spell stops if it hits a solid object or structure, but continues through creatures.

When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the range increases by 15 for each slot level above 1st.

Multiform Technique
3rd level conjuration

Casting Time: 1 Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Druid, Ranger, Sorcerer, Warlock, Wizard

Up to three duplicates of yourself appear in your space. Until the spell ends, you can use a bonus action to command these duplicates. They can only take a single Attack (one unarmed strike only), Dash, Disengage, Hide, or Use an Object action.

Each time a creature targets you with an attack during the spell's duration and a duplicate is within 10 feet of you, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A single duplicate's AC equals 10 + your Dexterity modifier, but all other stats are the same as yours. For each other duplicate made, the AC of each is reduced by 2 and all damage they deal is reduced by 1. If an attack hits a duplicate, the duplicate is destroyed. The spell ends when all duplicates are destroyed or you lose Concentration.

Special Beam Cannon
3rd level Evocation

Casting Time: 1 Round
Range: Self (60-foot line)
Components: V, S
Duration: 1 round
Classes: Cleric, Sorcerer, Warlock, Wizard

You bring two fingers to your forehead and begin to charge energy for 1 round. While you are charging energy you cannot move and if you are moved, the spell fizzles, but the spell slot is not used.

At the start of your next turn, you can fire a beam of spiral energy as a Bonus Action. Each creature in a line 5 feet wide and 60 feet long must make a Dexterity saving throw. A creature takes 8d6 Piercing damage on a failure, or half as much damage on a success. A creature reduced to 0 hit points by this spell is instantly killed.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Spirit Ball
3rd level Evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Paladin, Sorcerer, Warlock, Wizard

You create a ball of energy in your hands and throw it at a target in range. Make a ranged spell attack. On a hit, a target takes 1d6 Force damage.

You can repeat this up to 5 times. You can direct the attacks at the same target or at different ones. If a creature is hit by at least 3 Spirit Ball attacks, they must make a Strength saving throw. On a success, nothing happens. On a failure, they are knocked prone.

When you cast this spell using a spell slot of 4th level or higher, the damage of the first spirit ball attack increases by 1d6 for each slot level above 3rd. The subsequent attacks always deal 1d6 force damage.

Eraser Cannon
4th level Evocation

Casting Time: 1 action
Range: 100 feet
Components: V, S
Duration: Instantaneous
Classes: Paladin, Sorcerer, Wizard

You create a massive green ball of unstable energy and ** launch it at a space within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 Force damage on a failed save, or half as much damage on a successful one. The spell stops if it hits a solid object or structure, but continues through creatures. This spell does double damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6.

Powered Shell
4th level Abjuration

Casting Time: 1 Action
Range: Self (100-foot line)
Components: V, S
Duration: 1 minute
Classes: Sorcerer, Warlock, Wizard

You create a green sphere of translucent energy that protects you from all ranged attacks.

While the sphere is active, your ac increases by +1 and all allacks made against you that are ranged attacks or ranged spell attacks cannot hit you and immediately fail.

When you take damage, this spell immediately ends.

Spirit Sword
4th level Conjuration

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Paladin, Ranger, Warlock, Wizard

You conjure a shimmering spectral sword that extends from your dominant hand. For the duration, you can use your action to make a melee spell attack using the blade. On a hit, you deal 2d10 + your Dexterity modifier Radiant damage. If you roll a critical strike with the spirit sword, you can use your bonus action to launch the hit creature 5 feet into the air and make an additional strike with the spirit sword that automatically hits.

Super Kamehameha
4th level Evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Paladin, Ranger,Sorcerer, Warlock, Wizard

You create an especially powerful bright blue ball of condensed energy in your hands and fire it as a destructive beam. The beam travels in a line 10 feet wide and up to 100 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 Force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by the Super Kamehameha is vaporized isntantly.

The spell stops if it hits a solid object or structure, but continues through creatures. This spell does double damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 and the range increases by 20 feet for each slot level above 4th.

Banshee Blast
5th level evocation

Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create five darts, one for each finger on your dominant hand, of piercing energy. Make a ranged spell attack for each of them against a creature within range. A dart deals 3d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

When you cast this spell using a spell slot of 6th level or higher, the damage of each beam increases by 1d4 for each slot level above 5th. If cast at 9th level, this spell becomes a Concentration spell and can last up to 1 minute. Additionally, when cast at 9th level you can cast it from both hands for 10 darts total.

Cataclysmic Orb
5th level evocation

Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You summon forth a cataclysmic orb of destruction worthy of a God of Destruction. The orb is roughly 5 foot by 5 foot in size and glows purple in color. When you summon it, you fire it at a point within range. Each creature in a 30 foot radius must make a Dexterity saving throw. A target takes 8d6 Force damage on a failed save, or half as much on a success. A creature who failed their Dexterity saving throw must make an additional Constitution saving throw. On a failure, they are Paralyzed for up to 1 minute as they are overcome with intense pain from the energy ripping their body apart at a fundamental level. A creature can make a Constiution saving throw at the end of each of their turns, ending the effect on a success.

When you cast this spell using a spell slot of 6th lvel or higher, the damage increases by 1d8 for each slot level above 5th level.

Death Ball
5th level evocation

Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You raise your hand and extend 1 finger to charge a purple ball of energy and throw it at a point within range. Each creature in a 60 foot radius must make a Dexterity saving throw. A target takes 8d6 Force damage on a failed save, or half as much damage on a successful one.

When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Eraser Blow
5th level Evocation

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous
Classes: Paladin, Sorcerer, Wizard

You create an Eraser Cannon and slam it into a creature or structure. Make a melee spell attack. On a hit, the creatures takes 8d6 Force damage and is knocked back 15 feet. If the creature is knocked into a solid surface like a wall, it takes an additional 2d6 Bludgeoning damage and is Stunned. This spell does double damage to objects and structures.

When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 and the range they are knocked back increases by 5 feet for each level above 5th.

Final Flash
5th level Evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You rise and float 5 feet above the ground, holding your hands in front of you as you charge a massive beam attack. The beam travels in a line 15 feet wide and 100 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 10d6 Force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by the Final Kamehameha is vaporized instantly. Additionally, a creature who fails their Dexterity saving throw by 5 or more is knocked prone from the force of the blast.

The spell stops if it hits a solid object or structure, but continues through creatures. This spell does double damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

God Punisher
5th level evocation

Casting Time: 1 Action
Range: 60 feet.
Components: V, S
Duration: Instantaneous
Classes: Cleric, Paladin, Sorcerer, Warlock, Wizard

You throw two balls of explosive blue energy at a single target within range.

Mak two ranged spell attacks on a single target within range. On a hit, each ball of energy deals 3d6 Force damage. If you hit with both orbs, you can use a bonus action to launch a volley of blasts at the creature. They must make a Dexterity saving throw. A target takes 4d6 Force damage on a failure, or half as much on a success.

When you cast this spell using a spell slot of 6th level or higher, the damage of each orb increases by 1d6 for each slot level above 5th.

Hellzone Grenade
5th Level Conjuration

Casting Time: 1 action
Range: 100 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

You create 8 tiny orbs of energy around a single target within range. They must make a Dexterity saving throw. They float in the air and orbit them in a 20 foot radius for the spell's duration on a failed save, or 5 feet away from them on a successful one. When you cast the spell — and as a bonus action on each of your turns thereafter — you can expend one or two of the orbs, launching them as an attack. You can direct the attacks at the same target or at different ones within 60 feet of where the orbs where summoned. For each orb launched, make a ranged spell attack. On a hit, the orb explodes and Each creature within 5 feet of the point where the orb explodes takes 2d6 force damage. You have advantage on these ranged spell attacks made against the target if they failed their Dexterity saving throw. If a creature failed their saving throw and they attempt to leave the radius, you can use a reaction to make a ranged spell attack with an orb against them.

When you cast this spell using a spell slot of 6th level or higher, the number of orbs created increases by two for each slot level above 5th. If you cast this spell at 9th level, you create 16 orbs and can launch all of them as a bonus action towards a single target min range. They must make a Dexterity saving throw. A target takes 32d6 force damge on a failed save, or half as much on a successful one.

Portal Scream
5th level Abjuration

Casting Time: 1 Reaction you take when you are moved to a different plane against your will.
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Bard, Druid, Sorcerer, Warlock, Wizard.

You let out a primal scream filled with potent magic that tears through the very fabric of space-time to open a portal back to your original plane.

The creature who sent you to another plane against your will and triggered the spell must make a Wisdom saving throw. On a success, nothing happens. On a failure, the creature takes 2d8 psychic damage from the scream resonating in their head from acorss the planes and you immediately return to your original plane of existence.

Savage Strike
5th level evocation

Casting Time: 1 Action
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Cleric, Paladin, Ranger, Sorcerer, Warlock

Your fist becomes wrapped in bright blue energy, empowering your next unarmed strike. As a part of casting this spell, you choose its mode.

- ***Mode 1.*** You teleport to and above a target within 60 feet and can immediately make an unarmed strike on them. On a hit, you deal an additional 4d10 force damage and they must make a Strength saving throw. The target is knocked prone and is stunned on a failure. On a success, nothing happens.

- ***Mode 2.*** You make an unarmed strike against a creature. On a hit, you deal an additional 4d10 force damage and they must make a Strength saving throw. The target is knocked back 60 feet on a failure and are stunned. On a success, nothing happens.

Death Cannon
6th level Evocation

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
****Duration:** Instantaneous
Classes: Sorcerer, Warlock, Wizard

You put one hand forward and create a purple ball of energy that erupts into an explosive wave.

The beam travels in a line 10 feet wide and up to 100 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d8 Force damage on a failed save, or half as much damage on a successful one. Once this beam hits a creature or structure, it explodes and all creatures within 10 feet must make a Dexterity saving throw. A target takes 4d6 force damage on a failed save, or half as much on a successful one.

When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 and the range increases by 20 feet for each slot level above 4th.

Energy Slide
6th level Abjuration

Casting Time: 1 reaction you take when targeted by a line attack.
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a ball of energy on each of your limbs that allow you to efficiently slide across energy attacks.

When you are targeted by a line attack, you can use your reaction to take no damage and can move across the full length of the line and make melee attack roll against them that deals an additional 10d6 force damage on a successful hit.

Evil Containment Wave
6th level abjuration

Casting Time: 1 Round
Components: V, S, M (any container and a binding seal)
Duration: Instantaneous
Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You summon forth a swirling energy that targets evil and imprisons it. As a part of casting this spell, you must make a Charisma (Performance) check. The DC for this check is equal to 10 + the target's Challenge Rating. On a success, you correctly perform the technique, adjusuting it to the power of the creature you're targeting. If you fail the Performance check by 5 or more or are below half of your maximum hit points when performing the spell, you take 5d10 Necrotic damage and fall prone.

You target a single creature within range. The target must make a Charisma saving throw. On a failure, the target is sucked into the container for a number of rounds equal to your Charisma modifier. Once a creature is contained, you can use an action to place the binding seal on the container, making it near impossible for the target to escape. A target can repeat their Charisma saving throw to escape the sealed container once a year, ending the effect on a success. Additionally, if the seal is removed or the container is broken, the effect ends.

Fiends and Aberrations have disadvantage on all saving throws against the Evil Containment Wave and the DC for the Charisma (Performance) check is reduced by 2 against them.

Lightning Shower Rain
6th level Conjuration

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S,
Duration: Instantaneous
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You trace your finger in the area, leaving behind a green line of burning energy that explodes into a rain of glass-like energy.

Each creature in a 60 foot cone must make a Dexterity saving throw. A target takes 6d6 Piercing damage on a failed save, or half as much damage on a successful one. Additionally, the ground within the range of the spell becomes difficult terrain for 1 minute. When a creature moves out of or within the area, it takes 3d6 Piercing damage for every 1 foot it travels.

When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 and the range they are knocked back increases by 5 feet for each level above 6th.

Stardust Breaker
6th level evocation

Casting Time: 1 Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

You create a swirling ball of rainbow colored energy in your hands before launching it at a single target.

They make make a Dexterity saving throw. A target takes 8d6 Force damage on a failure, or half as much on a success.

If the target is an Aberration Fiend, or Undead, they take an additional 4d6 Radiant damage and if they are reduced to 0 hit points and the target is native to a different plane of existence than the one you're on, the target is banished after dematerializing.

If the target is being possessed, the possessing creature must make a Constitution saving throw. On a failure, their possession ends.

When you cast this spell using a spell slot of 7th or higher, the damage of the initial throw increases by 1d6 for each slot level above 6th. If cast at a 9th level spell slot, it instead immediately ends possessions instead.

Stardust Fall
6th level evocation

Casting Time: 1 Action
Range: Self (60 foot cone)
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Sorcerer, Warlock, Wizard

You fly up to 60 feet in the air and unleash a volley of blue energy blasts.

At the beginning of each round you maintain concentration on this spell, each creature in a 60 foot cone must make a Dexterity saving throw. A creature takes 2d6 force damage on a failure, or half as much on a success.

While concentrating on this spell, you can move as you're flying, but your movespeed is halved and you can only move in the opposite direction of the cone. When this spell ends, you fly back to the ground.

When you cast this spell using a spell slot of 7th or higher, the spell's cone increases by 10 feet and the damage increases by 1d6 for each slot level above 6th.

Spirit Excalibur
7th level Evocation

Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

You create a massive golden sword of shimmering energy and slam it down.

Each creature in a line 5 feet wide and 30 feet long must make a Dexterity saving throw. A creature takes 10d10 Radiant damage on a failed save, or half as much damage on a successful one. Additionally, the next attack roll made against all creatures hit by the spirit excalibur have advantage until the start of your next turn due to the shimmering light left behind by the Spirit Excalibur.

When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 and the range increases by 20 feet for each slot level above 7th.

Candy Beam
8th level Transmutation

Casting Time: 1 Action
Range: 30 feet
Components: V, S, M (A piece of candy)
Duration: Instantaneous
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard.

You let loose a pink beam of energy at a single target within 30 feet of you. If the targets body is made of flesh, it must make a Constitution saving throw.

On a failure, it is turned into a piece of Candy and is subjected to the Petrified condition for the duration. On a successful save, the creature isn't affected. If the target is not made of flesh, such as a Construct, they have disadvantage on their saving throw. If the target is an inanimate object, up to 30 feet of it is turned into candy. For example, turning 30 feet of a city wall into a massive bar of chocolate or turning a pillow into a gumdrop.

A creature Petrified by this spell must make another Constitution saving throw at the end of its next turn. If it successfully saves against this spell, the creature is no longer Petrified, but remains as a piece of candy and its size is considered Tiny for the duration. Beyond this, they can still take actions such as casting spells and attacking as normal, but their movement is reduced to 5 feet per round. At the end of each of their turns, they can make another Constitution saving throw, ending the effect on a success.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If the target remains petrified for 3 rounds, the creature is turned into a piece of candy until the effect is removed. You can use an action to eat a character permanently turned to candy by this effect. If you do so, you learn all spells they know.

After 24 hours, you spit the creature up and they return to their original form with half of their maximum hit points and, if they could cast spells, all of their spell slots up to 5th level.

God Kamehameha
8th level Evocation

Casting Time: 1 action
Range: Self (150-foot line)
Components: V, S
Duration: Instantaneous
Classes: Cleric, Druid, Sorcerer.

You create a bright blue ball of godly energy in your hands and fire it as a powerful beam.

The beam travels in a line 15 feet wide and up to 150 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 10d8 Force damage and 6d8 Radiant damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by the God Kamehameha is vaporized instantly and creatures not reduced to 0 hit points struck by it suffer horrible burns from the divine energy. If they fail their Dexterity saving throw by 5 or more, they suffer one level of exhaustion.

The spell stops if it hits a solid object or structure, but continues through creatures. This spell does double damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

When you cast this spell using a spell slot of 9th level, the Radiant damage increases by 2d8 and the range increases by 50.

Ten Times Kamehameha

8th level Evocation

Casting Time: 1 action
Range: Self (150-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create two deep red balls of highly condensed energy in your hands, bring them together, and fire them as a single devastating beam.

The beam travels in a line 15 feet wide and up to 150 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 10d8 Force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by the Ten Times Kamehameha is vaporized instantly. Additionally, any creature struck by the Ten Times Kamehameha must make a Constitution saving throw. On a success, nothing happens. On a failure, a creature is Stunned for up to one minute. A creature can repeat its Constitution saving throw at the end of each of its turns, ending the effect on a success.

The spell stops if it hits a solid object or structure, but continues through creatures. This spell does double damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

When you cast this spell using a spell slot of 9th level, the damage increases by 2d8 and the range increases by 50.

Big Bang Kamehameha

9th level Evocation

Casting Time: 1 action
Range: Self (120-foot Cone)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You put your hands in front of you and create a large ball of bright blue energy before unleashing it in a wide cone. Each creature in a 120 foot cone must make a Constitution saving throw. A creature takes 30d8 Force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by the Big Bang Kamehameha is vaporized instantly.

The spell stops if it hits a solid object or structure, but continues through creatures. This spell does quadruple damage to objects and structures. If the spell destroys an object or strcture in its way, it continues instead of stopping.

Hakai

9th level Necormancy

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous
Classes: Cleric, Sorcerer, Warlock, Wizard

You raise your palm towards a single creature and blast them with the energy of destruction, utterly erasing them from existence.

Make a melee spell attack. On a hit, the target takes 30d6 Necrotic damage and must make a Constitution saving throw. On a success, nothing happens. On a failure, the creature takes an additional 20d6 force damage. If a creature is reduced to 0 hit points by this spell, it and everything it is wearing or holding is completely erased from existence and can only be revived by a wish spell.

Human Extinction Attack

9th level Evocation

Casting Time: 1 action
Range: 1 Mile
Components: V, S
Duration: Concentration, up to one minute**
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You raise your arm and a violent, swirling aura surrounds you before exploding into hundreds of small energy attacks that scatter all across the world.

Make a ranged spell attack against up to 12 creatures in range for every turn you retain concentration. On a hit, a creature takes 1d10 force damage. You can direct the attacks at the same target, at different ones, or roll your attacks at random.

While concentrating on the Human Extinction attack, you cannot move from the spot you cast it at.

Meteor Explosion
9th level evocation

Casting Time: 1 Action
Range: 5 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

When you cast this spell, you make 3 unarmed strikes against a single target within 5 feet of you. Each unarmed strike deals an additional 1d8 Force damage on a hit and, so long as one hits, the targets body gets flooded with your Ki and rises off the ground 10 feet. An electric blue aura surrounds them, causing immense pain and paralyzing them before it exlodes. The target takes 20d8 force damage and each creature within 60 feet must make a Dexterity saving throw or take the same damage and be knocked prone from the force of the explosion, or half as much and not knocked prone on a success. You are immune to this damage. A creature reduced to 0 hit points by the Meteor Explosion is vaporized instantly.

Additionally, the explosion from this spell can heard up to 1 mile away.

Omega Blaster
9th level evocation

Casting Time: 1 Action
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a small ball of dense green energy and launch it at a point within range. Halfway through it's travel, it transforms and becomes a massive ball of energy 60 feet wide. All creatures in its path must make a Dexterity saving throw or take 10d6 force damage and become Paralyzed and enveloped in the blast, moving with it as it travels. Each creature within 100 feet of where the blast lands must make a Dexterity saving throw. A target takes 15d6 force damage on a failed save or half as much on a success. A paralyzed creature enveloped by the blast automatically fails their saving throw. A creature reduced to 0 hit points by the Omega Blaster is vaporized instantly.

This spell destroys all structures in its path and in the explosion.

Planet Crusher
9th level evocation

Casting Time: 1 Action
Range: Self (100-foot line)
Components: V, S, M (a meteorite)
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You raise your arms and summon forth a massive ball of green energy 120 feet wide and launch it at a point within range. Each creature within range musut make a Dexterity saving throw. A target takes 30d6 force damage on a failed save or half as much damage on a success. A creature reduced to 0 hit points by the Planet Crusher is vaporized instantly. A creature who fails their saving throw by 5 or more takes double damage.

This spell destroys all structures in its path and in the explosion.

Supernova
9th level Evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You create a massive ball of destructive Ki and throw it at a point within range. Each creature in a 120-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 10d6 Force damage and 10d6 Fire damage on a failed save, or half as much damage on a successful one.

This spell does double damage to objects and structures.